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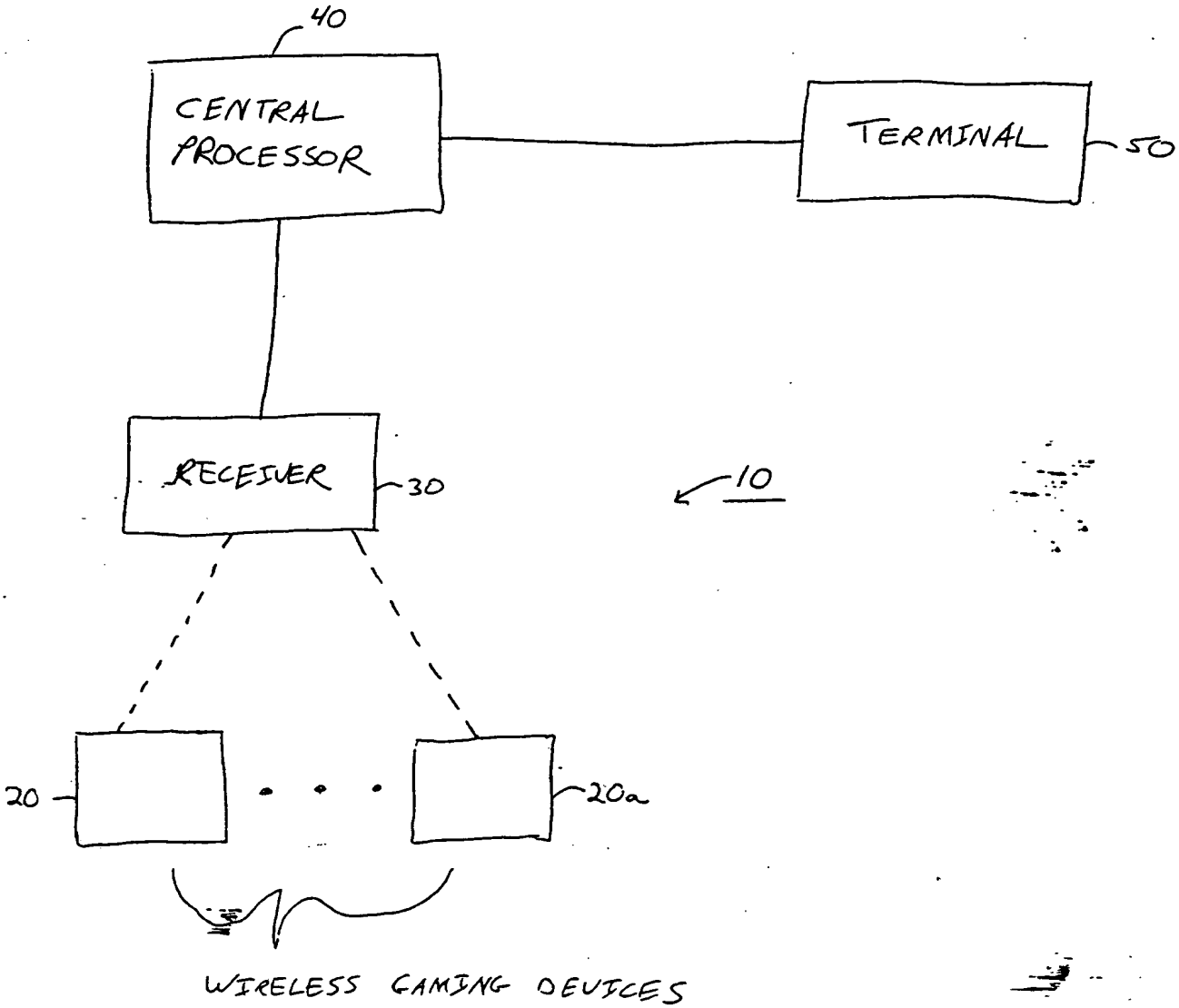
40
CENTRAL PROCESSOR
TERMINAL
50
RECEIVER
30
10
20
20a
WIRELESS GAMING DEVICES

FIG. 1

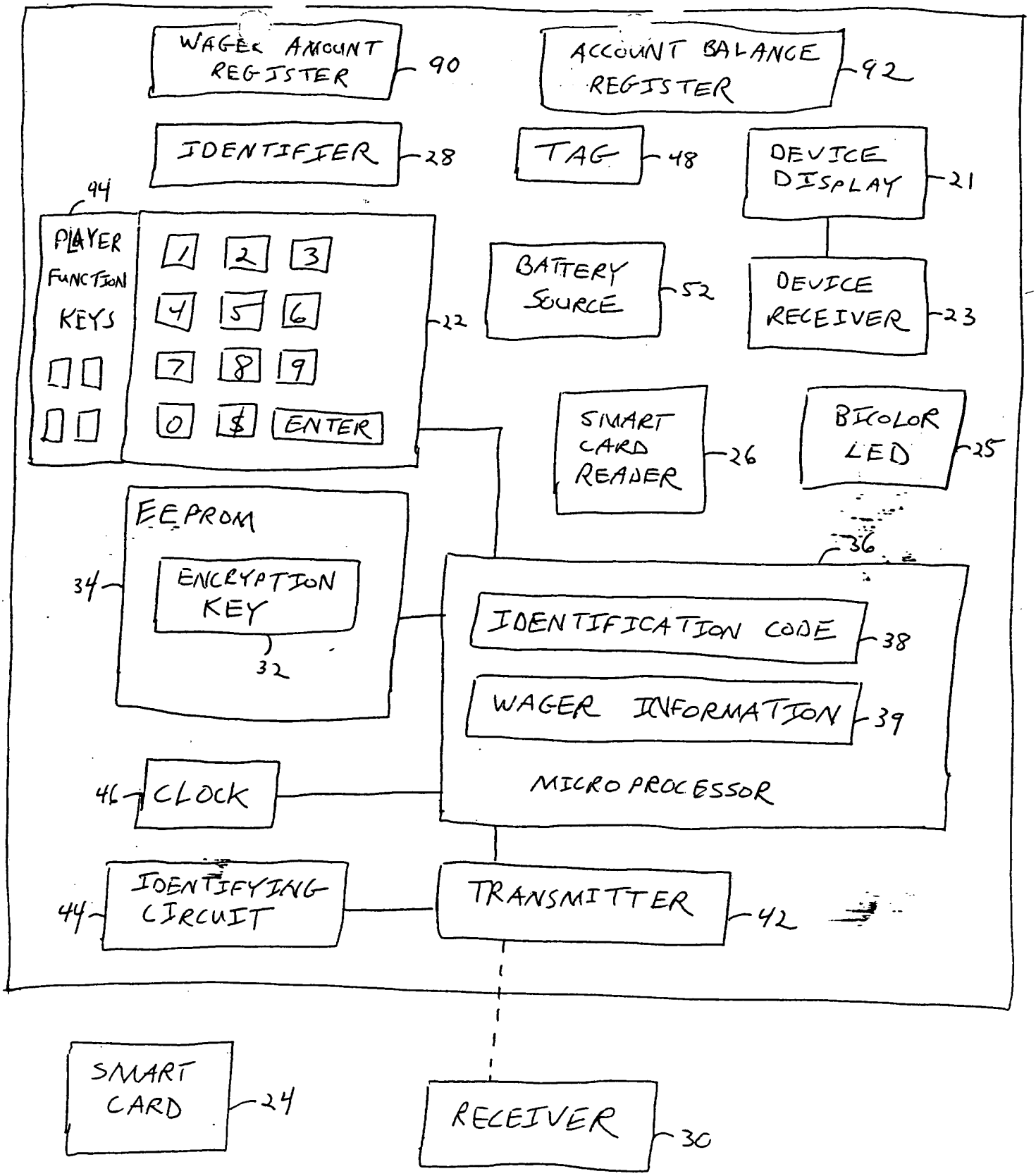
WAGER AMOUNT REGISTER
90
ACCOUNT BALANCE REGISTER
92
IDENTIFIER
28
TAG
48
DEVICE DISPLAY
21
44
PLAYER FUNCTION KEYS
1
2
3
4
5
6
7
8
9
0
$
ENTER
22
BATTERY SOURCE
52
DEVICE RECEIVER
23
SMART CARD READER
26
BICOLOR LED
25
EEPROM
34
ENCRYPTION KEY
32
36
IDENTIFICATION CODE
38
WAGER INFORMATION
39
MICRO PROCESSOR
46
CLOCK
44
IDENTIFYING CIRCUIT
TRANSMITTER
42
SMART CARD
24
RECEIVER
30

FIG. 2

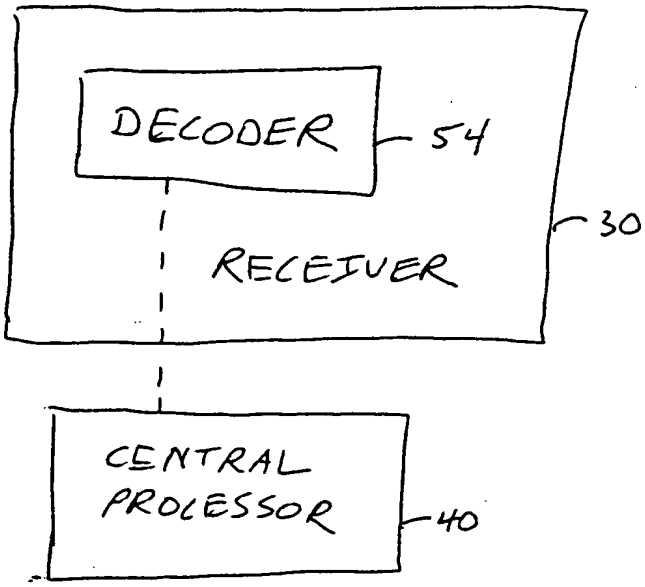
DECODER
54
RECEIVER
30
CENTRAL PROCESSOR
40

FIG. 3

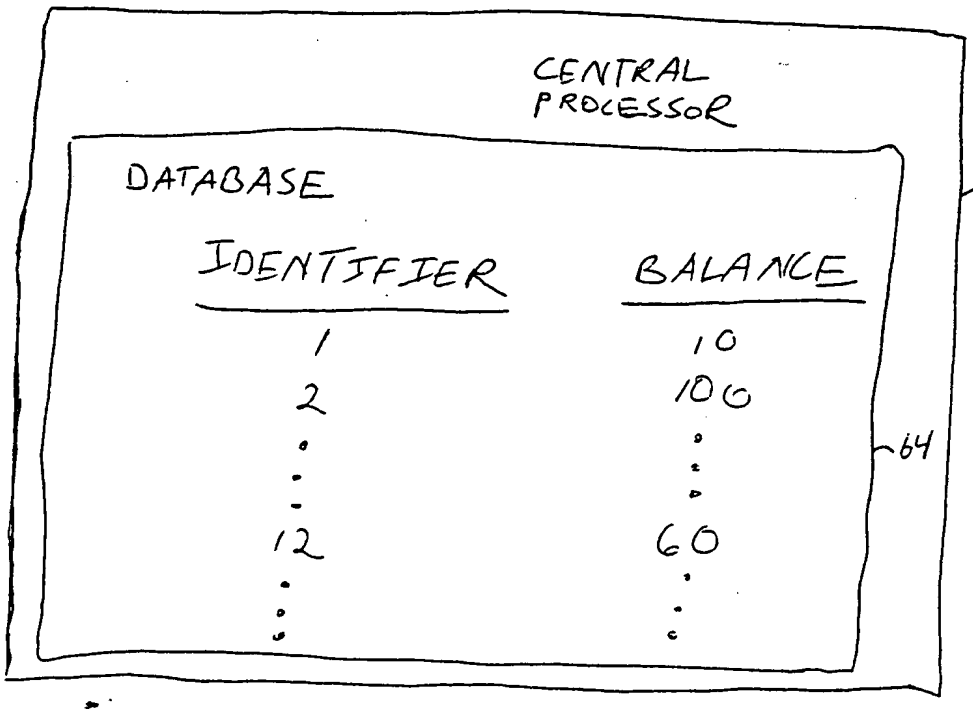
CENTRAL PROCESSOR
DATABASE
40
IDENTIFIER
BALANCE
1
10
2
100
12
60
64

FIG. 4

ENTITY	ACTION	IMPACT
PLAYER	WIN GAME	CREDIT PLAYER's ACCOUNT
PLAYER	PLACE WAGER	DEBIT PLAYER's ACCOUNT
OFFICIANT	ACCEPT CASH FROM PLAYER	CREDIT PLAYER's ACCOUNT
OFFICIANT	DISBURSE CASH TO PLAYER	DEBIT PLAYER's ACCOUNT

FIG. 5

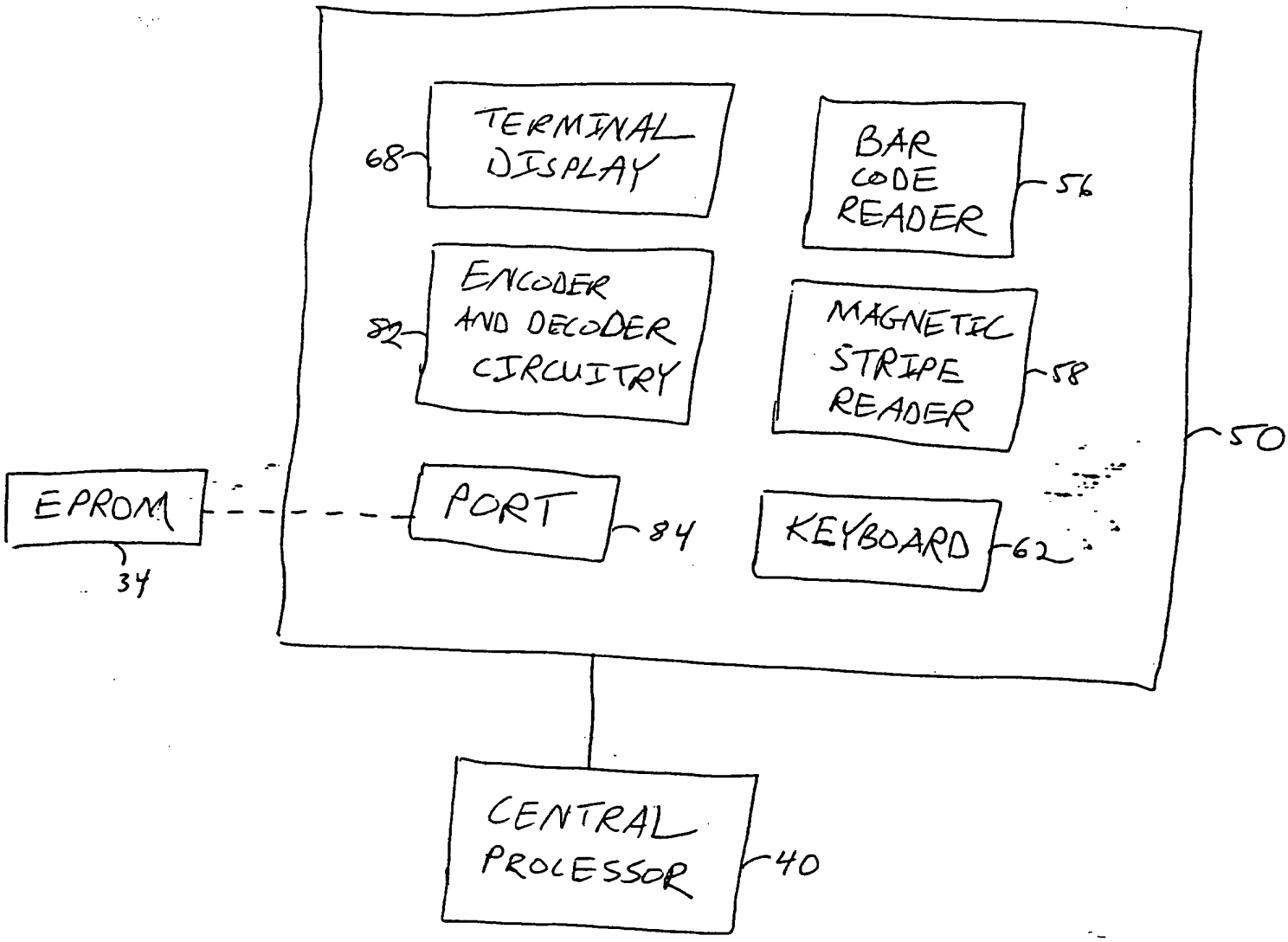
TERMINAL DISPLAY
68
BAR CODE READER
56
ENCODER AND DECODER CIRCUITRY
82
MAGNETIC STRIPE READER
58
50
EPROM
34
PORT
84
KEYBOARD
62
CENTRAL PROCESSOR
40

FIG. 6

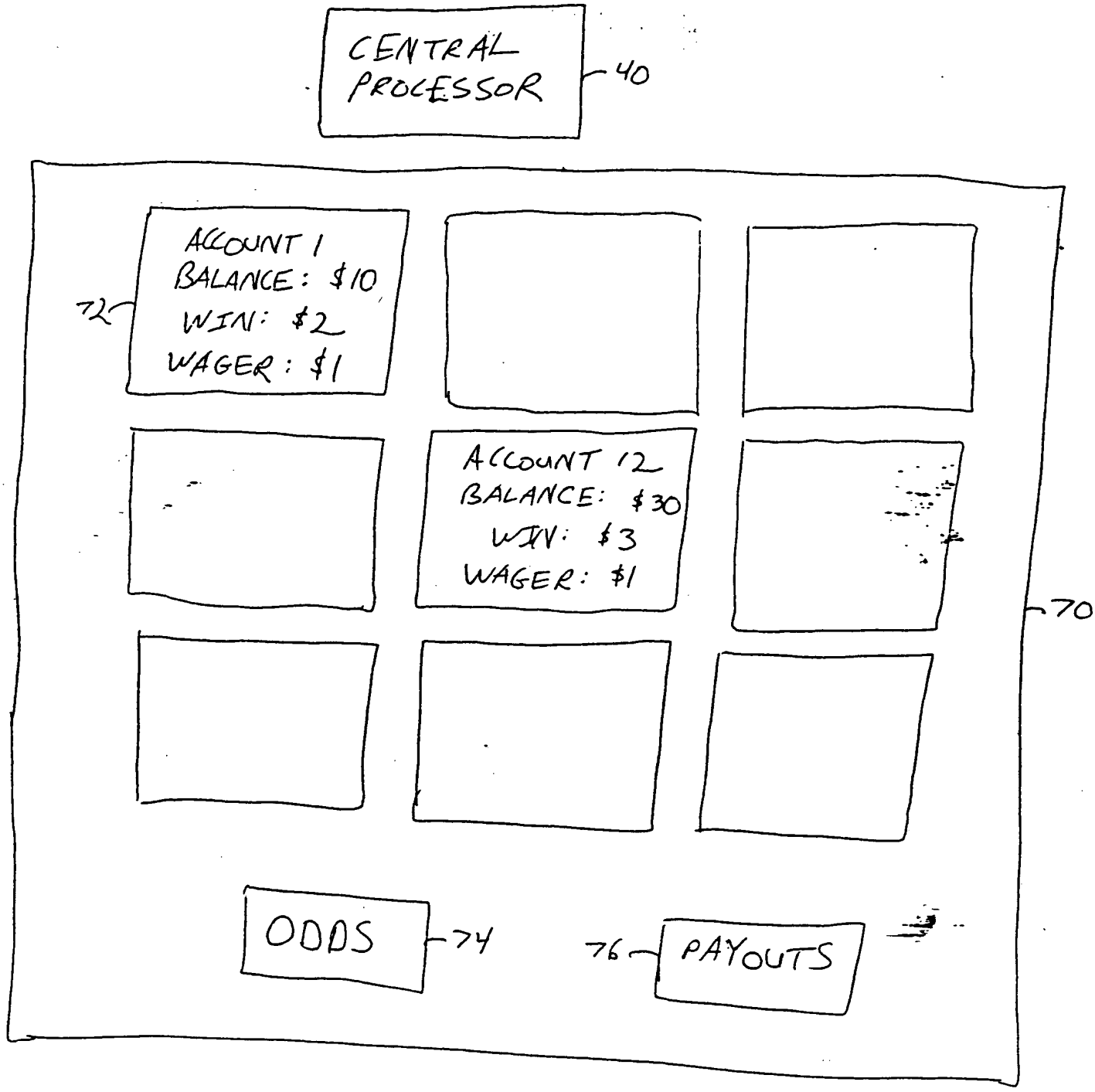
CENTRAL PROCESSOR
40
ACCOUNT 1
BALANCE: $10
WIN: $2
WAGER: $1
72
ACCOUNT 12
BALANCE: $30
WIN: $3
WAGER: $1
70
ODDS
74
76
PAYOUTS

FIG. 7

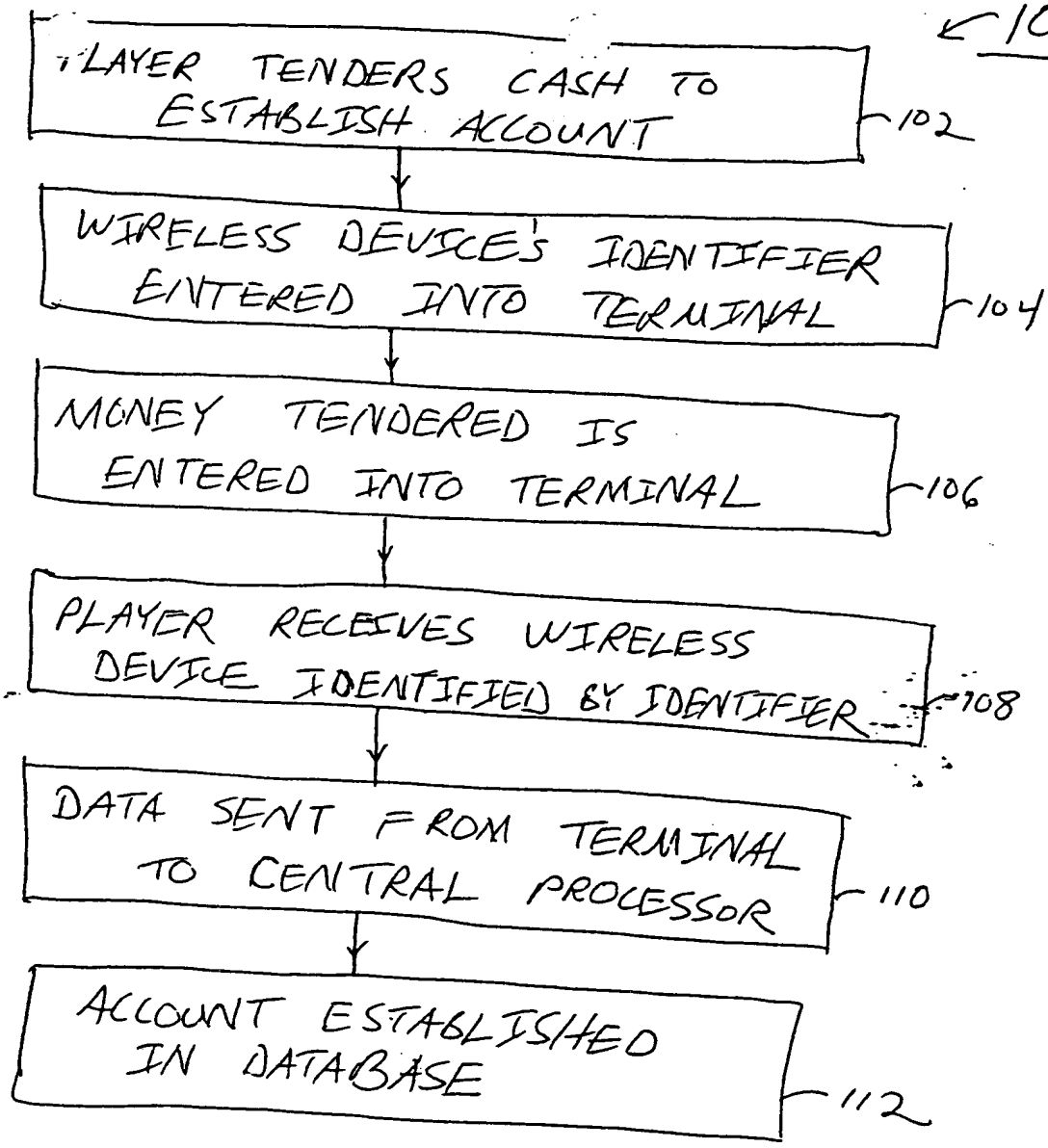
100
PLAYER TENDERS CASH TO ESTABLISH ACCOUNT
102
WIRELESS DEVICE'S IDENTIFIER ENTERED INTO TERMINAL
104
MONEY TENDERED IS ENTERED INTO TERMINAL
106
PLAYER RECEIVES WIRELESS DEVICE IDENTIFIED BY IDENTIFIER
108
DATA SENT FROM TERMINAL TO CENTRAL PROCESSOR
110
ACCOUNT ESTABLISHED IN DATABASE
112

FIG. 8.

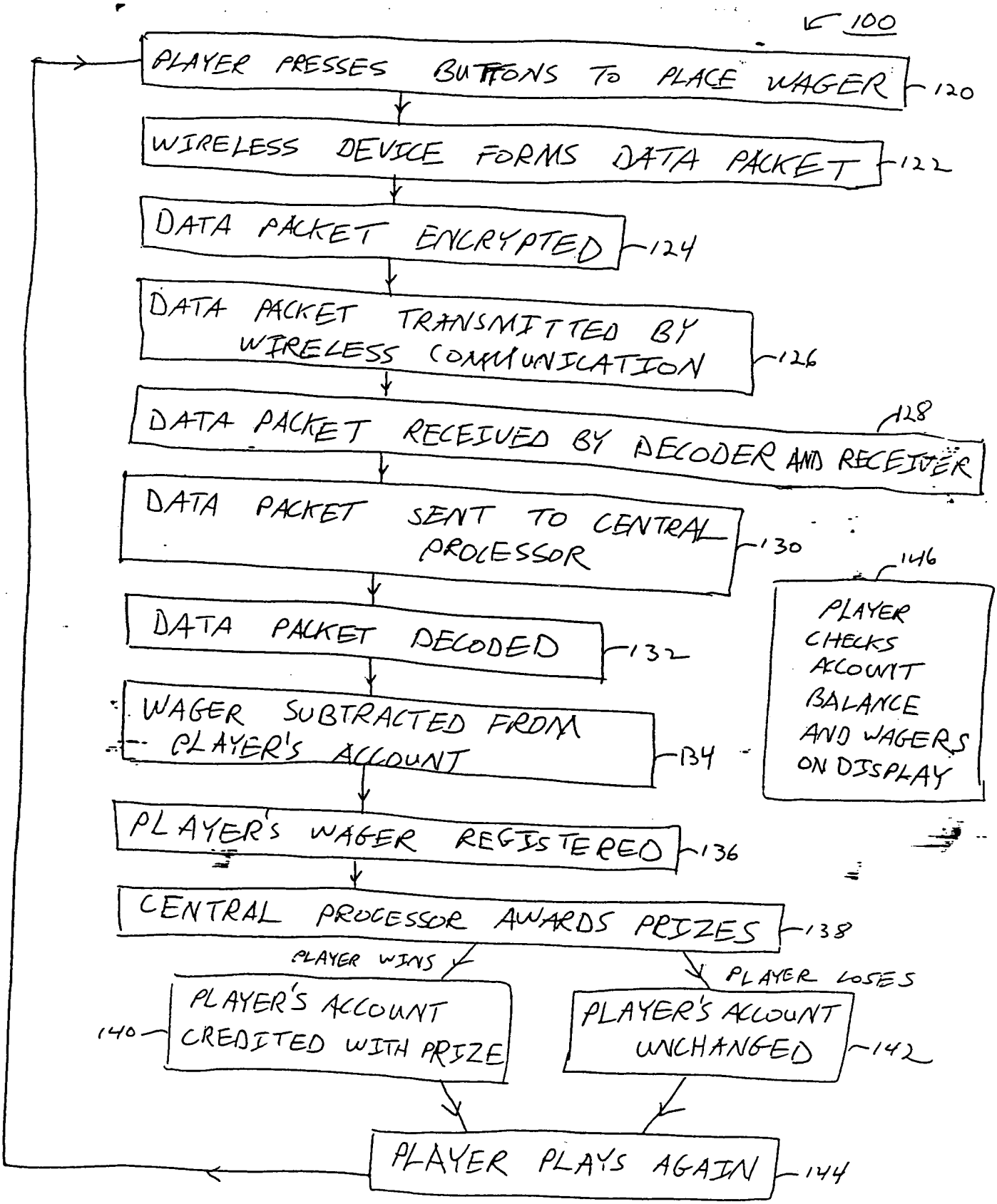
100
PLAYER PRESSES BUTTONS TO PLACE WAGER
120
WIRELESS DEVICE FORMS DATA PACKET
122
DATA PACKET ENCRYPTED
124
DATA PACKET TRANSMITTED BY WIRELESS COMMUNICATION
126
DATA PACKET RECEIVED BY DECODER AND RECEIVER
128
DATA PACKET SENT TO CENTRAL PROCESSOR
130
DATA PACKET DECODED
132
WAGER SUBTRACTED FROM PLAYER'S ACCOUNT
134
PLAYER'S WAGER REGISTERED
136
CENTRAL PROCESSOR AWARDS PRIZES
138
PLAYER WINS
PLAYER LOSES
PLAYER'S ACCOUNT CREDITED WITH PRIZE
140
PLAYER'S ACCOUNT UNCHANGED
142
PLAYER PLAYS AGAIN
144
146
PLAYER CHECKS ACCOUNT BALANCE AND WAGERS ON DISPLAY

FIG. 9

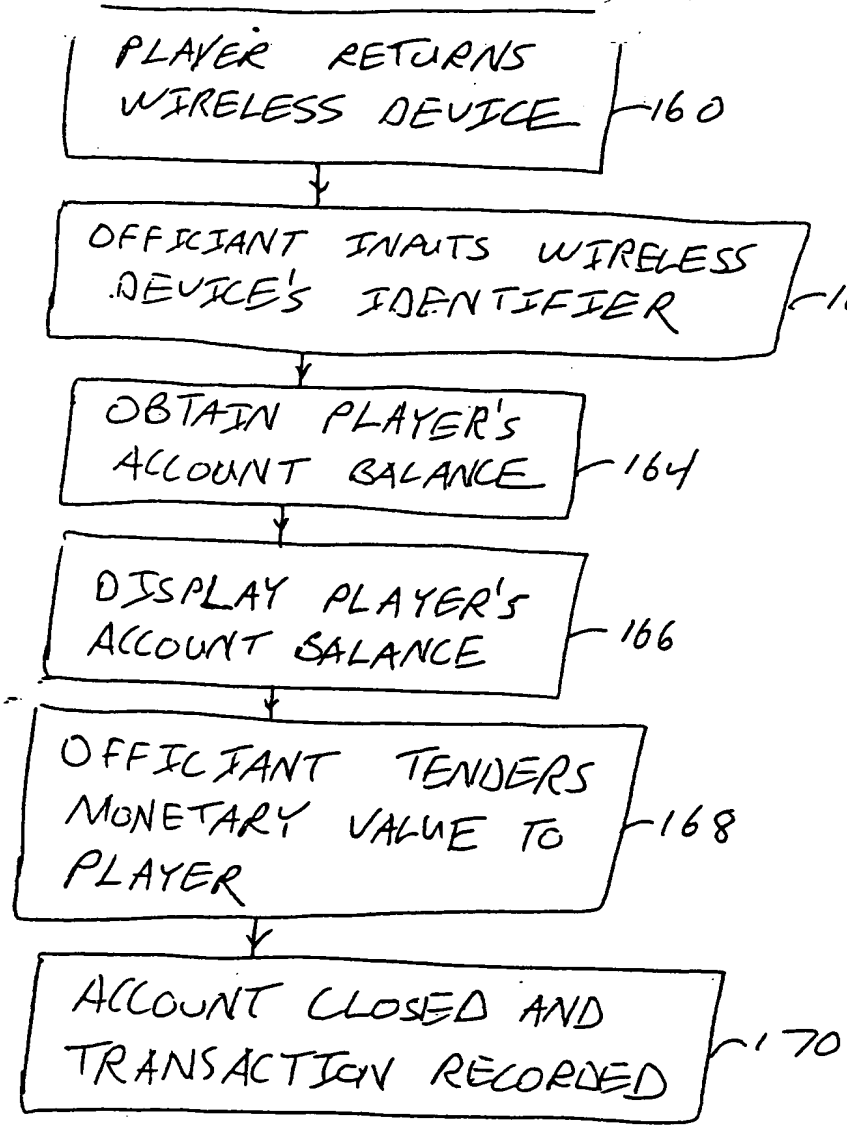
PLAYER RETURNS WIRELESS DEVICE
160
OFFICIANT INAUTS WIRELESS DEVICE'S IDENTIFIER
162
OBTAIN PLAYER'S ACCOUNT BALANCE
164
DISPLAY PLAYER'S ACCOUNT BALANCE
166
OFFICIANT TENDERS MONETARY VALUE TO PLAYER
168
ACCOUNT CLOSED AND TRANSACTION RECORDED
170

FIG. 10

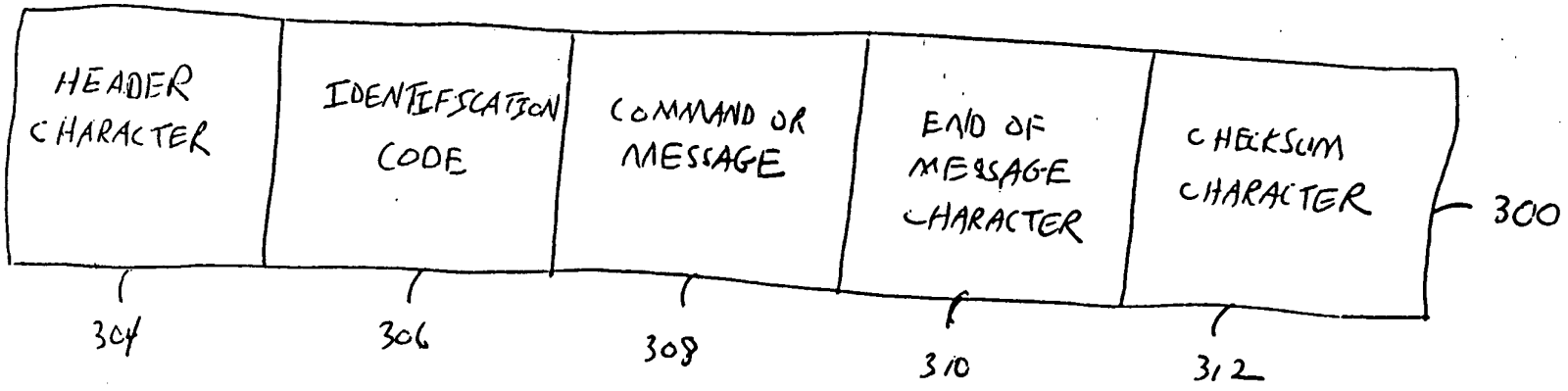

FIG. 11A

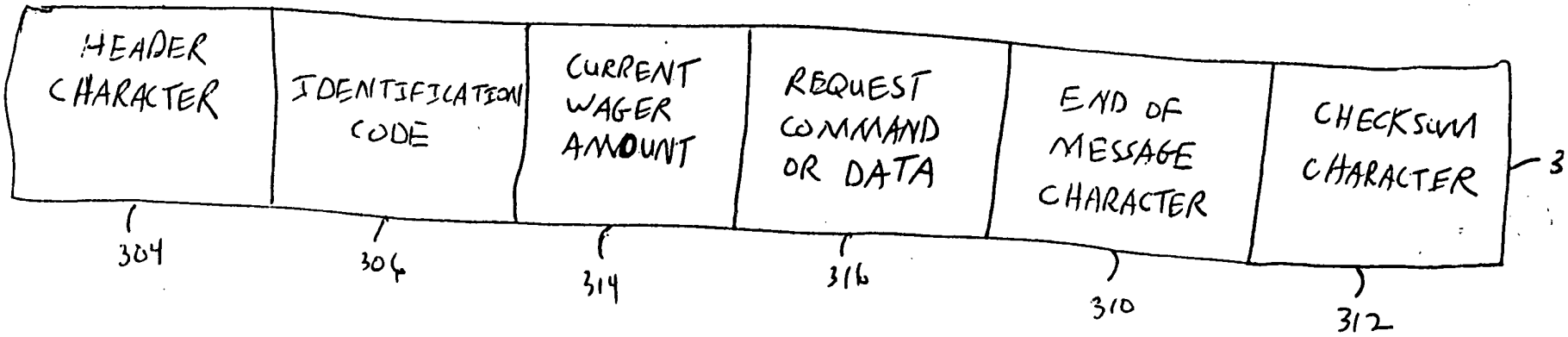

FIG. 11B

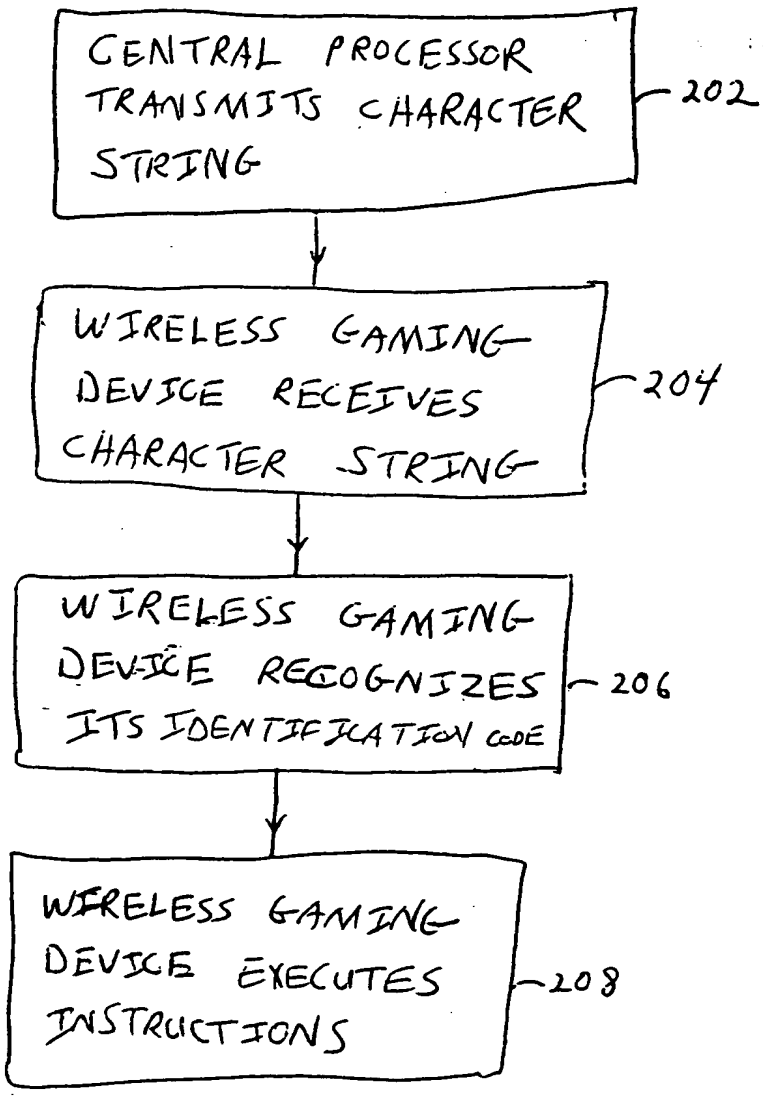
CENTRAL PROCESSOR TRANSMITS CHARACTER STRING
202
WIRELESS GAMING DEVICE RECEIVES CHARACTER STRING
204
WIRELESS GAMING DEVICE RECOGNIZES ITS IDENTIFICATION CODE
206
WIRELESS GAMING DEVICE EXECUTES INSTRUCTIONS
208

FIG. 12

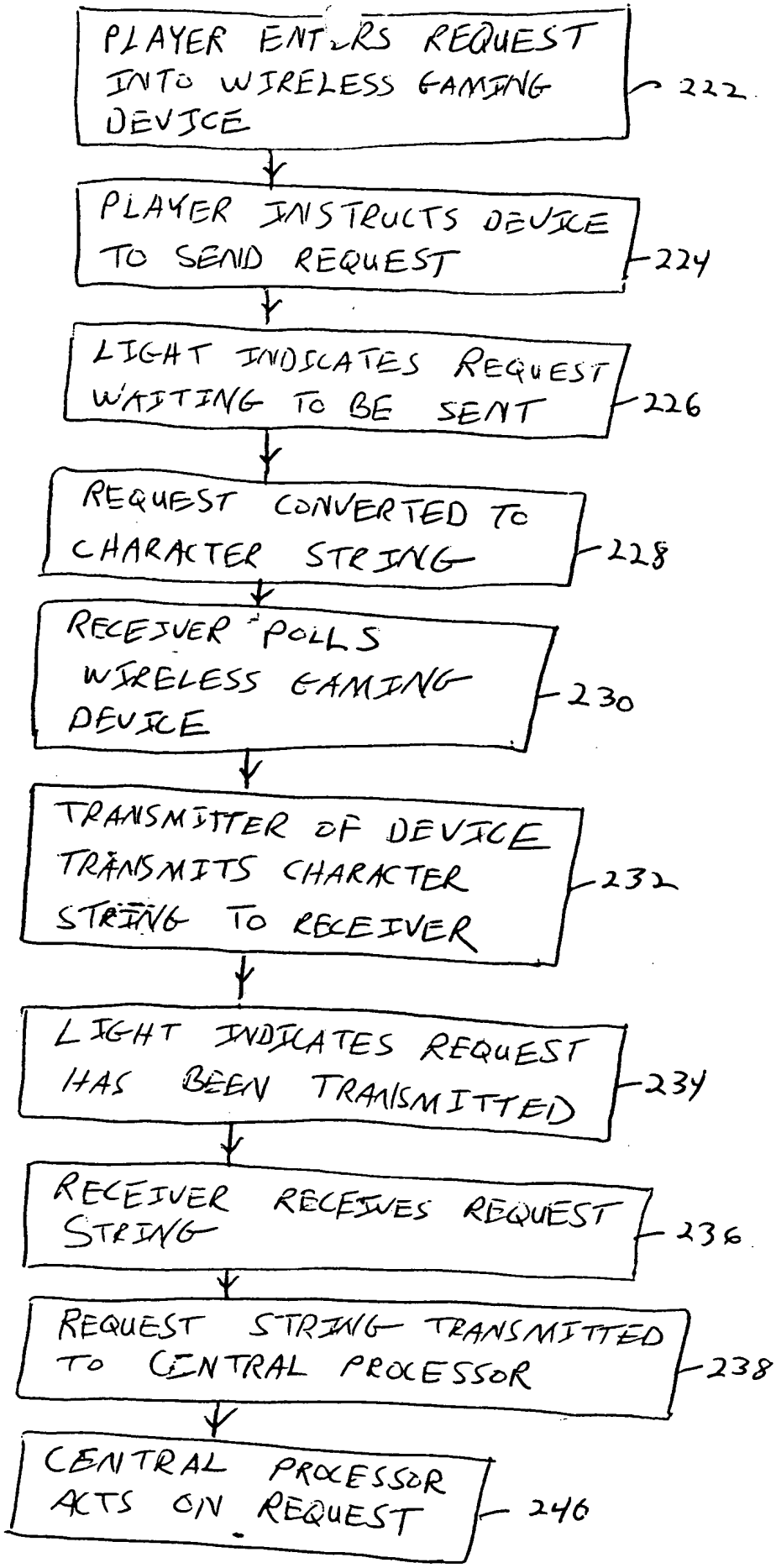
PLAYER ENTERS REQUEST INTO WIRELESS GAMING DEVICE
222
PLAYER INSTRUCTS DEVICE TO SEND REQUEST
224
LIGHT INDICATES REQUEST WAITING TO BE SENT
226
REQUEST CONVERTED TO CHARACTER STRING
228
RECEIVER POLLS WIRELESS GAMING DEVICE
230
TRANSMITTER OF DEVICE TRANSMITS CHARACTER STRING TO RECEIVER
232
LIGHT INDICATES REQUEST HAS BEEN TRANSMITTED
234
RECEIVER RECEIVES REQUEST STRING
236
REQUEST STRING TRANSMITTED TO CENTRAL PROCESSOR
238
CENTRAL PROCESSOR ACTS ON REQUEST
246

FIG. 13